GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	CAD. 3D Modeling, PG_00061505
Field of study	Architecture

Date of commencement of studies	October 2023	Academic year of realisation of subject	2023/2024
Education level	first-cycle studies	Subject group	Obligatory subject group in the field of study
Mode of study	Full-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	Polish
Semester of study	2	ECTS credits	2.0
Learning profile	general academic profile	Assessment form	assessment

Conducting unit	Department of Visual Techniques -> Faculty of Architecture

Name and surname of lecturer (lecturers)	Subject supervisor	mgr inż. arch. Dariusz Cyparski
	Teachers	mgr inż. arch. Dariusz Cyparski

Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0	0.0	30
	E-learning hours included: 0.0						

Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM
	Number of study hours	30	2.0	18.0	50

Subject objectives	Expanding knowledge and deepening the ability to use advanced digital tools for creating complex geometric structures and free (curvilinear) forms.
	Expanding the knowledge and deepening the skills of using advanced rendering engines simulating the physical features of the real world in order to present designed architectural objects.
	Gaining knowledge about the current directions of development of tools for advanced modeling of architectural objects (parametric modeling, animation, BIM).

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_U04] is able to use analytical methods to formulate and solve project tasks	The student is able to use the possibilities of processing and obtaining design information using digital tools for 3D geometry modeling and visualization.	[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information
	[K6_U03] is able to prepare a graphic, written and oral presentation of your own design concepts in the field of architecture and urban planning, meeting the requirements of a professional record appropriate for architectural and urban design	The student knows the specifics and possibilities of various computer tools and is able to choose the appropriate digital tool for the project task (drawing, modeling, documentation development). Understands the role of architectural visualization in communicating the design idea.	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools

Subject contents	1. 3D geometry modeling in AutoCAD tools for modeling objects belonging to Solid, Surface (Nurbs) and Mesh type.
	2. Creating a project presentation using advanced rendering and a viewports layout AutoCAD
	3. The use of 3D modeling and visualization skills for the task carried out on the subject Architectural Design sem II

Prerequisites and co-requisites	Ability to prepare 2D architectural drawings		
	Ability to build models of architectural objects with simple geometry		
	Ability to post-process raster images		

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	50	80.0%	50.0%
	50	80.0%	50.0%

Recommended reading	Basic literature	on line help https://knowledge.autodesk.com/
	Supplementary literature	Helenowska-Peschke M., "Warsztat współczesny architekta", w dodatek Architektura -Murator nr. 4 , 2018
		Radziszewski R.,. " Architektura parametryczna", w dodatek Architektura -Murator nr. 4 , 2018
		Radziszewski R., "Projektowanie generatywne", w dodatek Architektura -Murator nr. 4 , 2018
		Rogińska-Niesłuchowska, "Architektura i światło", w Czasopismo Techniczne , 2010
	eResources addresses	Adresy na platformie eNauczanie: CAD. 3D modelling (2023/2024) BSc Arch, sem 2 - Moodle ID: 37314 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=37314

Example issues/ example questions/ tasks being completed	Model of an object with free curvilinear geometry
	Photorealistic visualization of the external scene (object with its surroundings)
	Development of variants of material and color solutions of your own design

Work placement	Not applicable